



Call for participation

SUBMISSIONS GUIDE



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What we're LOOKING FOR

The goal of all conference content is to help educators develop students' learning, problem solving, critical thinking, creativity and communication and collaboration abilities.



Example of a typical poster session setup.

WE SEEK CONTENT THAT:

- Takes advantage of student-centered pedagogy that is individualized and differentiated; project, problem or challenge based; and supported by the latest brain research on how students learn.
- Provides a model for achieving the **ISTE Standards** and offers examples of them in action.
- Increases both the technical knowledge and the technological pedagogical content knowledge (TPACK) of educators and teacher candidates.
- Helps develop the leadership skills of students and educators.
- Explores systems, models, practices and strategies for achieving digital age learning in formal and informal learning environments, both virtual and face to face.
- Incorporates technical content appropriate for all levels of expertise, from beginner to advanced.
- Adds to the conversation around current, relevant challenges including digital equity, digital citizenship, teacher leadership and schoolwide approaches to tech integration.

Create an EXCEPTIONAL SESSION



Give your presentation submission an edge by following these simple steps.

STEP 1: KNOW YOUR AUDIENCE

STATISTICS FROM ISTE 2015

PRIMARY JOB ROLES

PK-12 teacher



Tech coordinator/facilitator

18.05%

Other

16.17%

CIO/tech director

9.43%

Principal/assistant principal

8.1%

Curriculum specialist/staff developer

4.12%

Library media specialist

4.35%

Consultant/trainer

5.09%

Higher ed faculty

3.49%

Superintendent/assistant superintendent

2.18%



56.6%

Recommend or research
ed tech purchases

22.7%

Make ed tech
purchasing decisions

HOTTEST SESSION TOPICS AT ISTE 2015



16,000
EDUCATORS

500+
COMPANIES

STEP 2: PICK YOUR FORMAT

Choose a session format based on the best presentation style for your content.

LISTEN AND LEARN

One-way audience interaction

LECTURE

Hour-long

Traditional



PANEL

Hour-long

Moderator and 2-3 panelists

RESEARCH PAPER

20-30 minute presentation or

Hour-long round table discussion

SNAPSHOT

30-minutes

Focus on specific solution, tool or content provider resource

PARTICIPATE AND SHARE

Moderate audience interaction

INTERACTIVE LECTURE

Hour-long

Some activities for audience participation

POSTERS

Two-hour

Demonstration style

Multi-booth location

1:1 or small group interaction



EXPLORE AND CREATE

Extensive audience interaction

BYOD (BRING YOUR OWN DEVICE)

Hour-long

Hands-on activities

WORKSHOPS

90-minute, 3-hour or 6-hour

In-depth exploration

Additional fees required

Limited enrollment

See format acceptance rates on page 4.



STEP 3: CHOOSE A FOCUS

Select a session focus from one of these four areas.



STEP 4: COMPLETE YOUR PROPOSAL

Submit online
isteconference.org/present



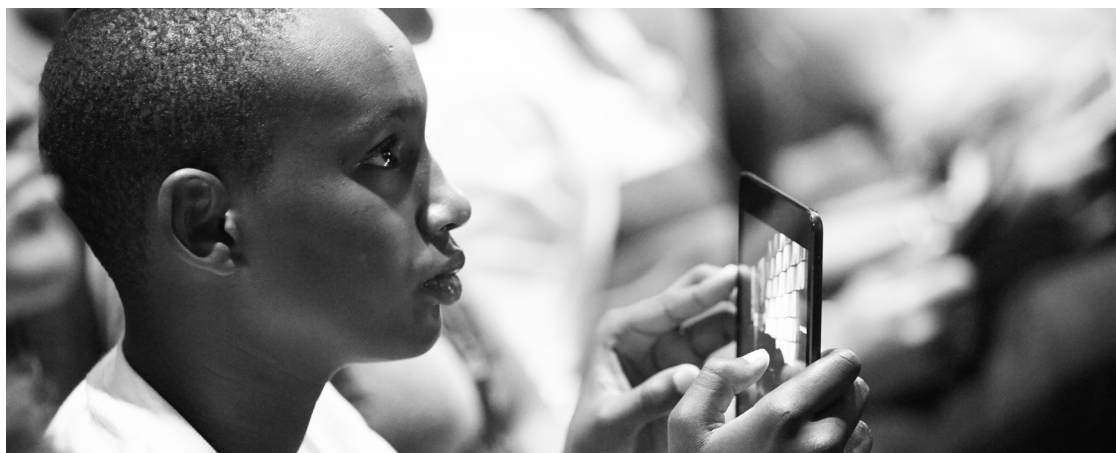
BE SURE TO:

- Indicate what participants will learn.
- Be detailed in the purpose and objectives of the session.
- Outline the content covered and the process for engaging participants fully.
- Provide research supporting your session.
- Know and understand your format structure.

STEP 5: HIT SUBMIT!



ISTE 2016 Presenter PROPOSAL FAQs



Call for proposals

OPENS

Sept. 1, 2015

CLOSES

Sept. 30, 2015

How do I submit my presentation proposal?

All proposals must be submitted via our online submission form. You can create a partial submission and return to it later by clicking the Save and Continue button.

Do I have to be an ISTE member to present?

We seek proposals from educators at all levels, from all parts of the world and encourage student participation in presentations. We also welcome exhibitor proposals that demonstrate noncommercial uses of technology to transform education.

Is there a fee to submit?

There is no fee to submit. However, if accepted, you must register to attend the conference.

Do I have to register for the conference if my proposal is accepted?

Yes, you must register for the conference to present. However, all presenters are eligible to pay the lowest applicable super early bird registration fee, regardless of when they register.

Can I submit more than one proposal?

You are welcome to submit multiple proposals for different topics, but we typically accept only one per person. Please only submit one proposal per topic. Submitting multiple copies of a proposal under different formats does not increase the chances of a proposal being accepted.

ISTE 2015 proposal acceptance rates

SESSION FORMAT	SUBMITTED	ACCEPTED	ACCEPTANCE RATE
BYOD	309	119	39%
Interactive lecture	368	94	26%
Lecture	525	126	24%
Panel	48	130	37%
Poster	638	360	56%
Research paper	97	55	57%
Snapshot	243	67	28%
Workshop	426	179	42%
TOTAL	2,736	1048	38%

When do I need to complete my submission?

We must receive your submission by midnight (11:59 p.m. PT) Sept. 30, 2015.

When will I find out if my proposal has been accepted?

We will send an email notification mid-December when acceptance or decline has been posted on presenter menus.

What topics do submissions need to fall under?

We're looking for trending topics in one of these four focus areas:

- Digital age teaching & learning
- Leadership
- Technology infrastructure
- Professional learning

How will my proposal be evaluated?

Independent committees of content experts review all presenter proposals. Evaluations are based primarily on:

- The topic's relevance to educational technology
- Educational significance and contribution to the respective focus area and topic
- Degree to which higher/second-order applications of technology are addressed
- Ease of replication
- Value to participants
- Presenter knowledge and expertise

How will my research paper be evaluated?

Research paper submissions are double-blind peer reviewed. Evaluations are based primarily on:

- Clearly stated and well-conceived research objectives
- Current and well-articulated perspectives or theoretical framework
- Appropriate and well-executed research methods (design, data sources, data analysis) that are sufficiently detailed to evaluate the quality of the proposal
- Well-grounded results (or expectations)
- Quality of writing (clear writing style, organization, clarity of ideas and expression)
- Importance of study (timeliness, advances the field)

What is the likelihood my proposal will be accepted?

Likelihood of acceptance depends on the quality of the proposal and how many proposals are received for the session format you choose. Last year, 38% of proposals submitted were able to be accepted. Our review process is rigorous and looks to select the very best in meeting the proposal needs sought as stated on page 1 of this guide. To increase your chances, select a session format that typically receives fewer proposals and begin crafting yours early enough to allow time for your own review and adjustments.

How should I deliver my presentation?

The method you use to deliver your presentation must align with one of the following session formats:

LECTURE*

Deliver your presentation as an hour-long traditional lecture.

PANEL*

Include two or more presenters participating in an hour-long presentation or discussion.

SNAPSHOT*

Deliver a 30-minute presentation focusing on a specific solution, tool or content-provider resource. Two snapshots are combined into one hour-long session.

INTERACTIVE LECTURE*

Include some audience participation in your hour-long lecture.

BYOD*

Bring your own device sessions last one hour and involve hands-on activities using mobile devices.

WORKSHOP*

Explore your topic in depth in a 90-minute, 3-hour or 6-hour workshop. Enrollment is limited, and attendees pay additional fees.

RESEARCH

20-30 minute presentation or hour-long round table discussion on original research on the general theme of using technology to enhance education. Presentation takes place at a round table set for 10. No equipment or power is provided. Wireless internet connectivity is available. Presentations will be combined into one hour-long session.

POSTER

Deliver a two-hour, demonstration-style presentation in a multi-booth location. This format involves interacting one on one or with small groups. Standard set includes a 6' long by 40" high table with stool, 4' high by 8' long bulletin board backdrop, power, wired presenter internet connectivity and large-screen monitor to connect to presenter's own laptop. ISTE will no longer provide interactive whiteboards for poster sessions.

All presenters and participants are required to bring their own devices.

**This session format takes place in rooms equipped with wireless and wired internet connections, LCD projection with screen, lavalier mics, Apple TV hardware, Airplay/Airplay Mirroring service and sound system to connect to presenter's own laptop. Attendees will have wireless internet connectivity.*

More questions?

Contact conf-program@iste.org.

Sample Submission Form

FORMAT

NOTE: ✱ indicates that a value is required before submitting this form. Unless otherwise noted, question applies to all session formats.

You may start a submission and complete it at a later time. The information on this page will not be saved until you click the Save and Continue button at the bottom of the page.

✱ SESSION FORMAT

NOTE: This field will not be editable once you've progressed past this page.

Listen and Learn: Primarily one-way interaction between presenters and audience.

- ☐ **LECTURE:** Hour-long presentation with one or more presenters addressing a seated audience.
- ☐ **PANEL:** Hour-long presentation with a designated moderator facilitating a discussion among two or more panelists on a particular topic.
- ☐ **RESEARCH PAPER:** 20-30 minute presentation combined into an hour-long session or co-located roundtable discussions featuring original research on the general theme of using technology to enhance education.
- ☐ **SNAPSHOT:** 30-minute micro presentation combined into an hour-long session that focuses on a particular instructional model, technology solution or content provider resource.

Participate and Share: Moderated interaction either between presenters and audience or among participants.

- ☐ **INTERACTIVE LECTURE:** Lecture featuring audience participation and interaction with the presenter(s) during the session, such as collaborating on a document, creating a web 2.0 project or participating in a presenter-led backchannel, poll or other activity.
- ☐ **POSTER:** Two-hour, demonstration-style presentation delivered in an open, multi-booth environment that enables presenters to engage their audience in more intimate one-on-one and small-group conversation. Recommended for **student presentations** featuring K-12 students presenting their own work and **global projects** involving collaborations across borders.

Explore and Create: Extensive interaction between presenters and audience.

- ☐ **BRING YOUR OWN DEVICE (BYOD):** Hour-long session focused on exploring new resources or developing new skills through extensive hands-on activities using participants' own devices.
- ☐ **WORKSHOP:** Supplemental hands-on sessions offered in 90-minute, 3-hour or 6-hour segments that provide for more personal, in-depth exploration of a particular topic, tool or resource in a smaller-group environment. Enrollment is limited. Preregistration and additional fees are required.

Converted format: If your proposal is not accepted in the format you have chosen, would you like to be considered for any of the other formats? Check all that apply.

- | | | |
|--|---------------------------------------|---------------------------------------|
| <input type="radio"/> LECTURE | <input type="radio"/> SNAPSHOT | <input type="radio"/> WORKSHOP |
| <input type="radio"/> INTERACTIVE LECTURE | <input type="radio"/> POSTER | |
| <input type="radio"/> PANEL | <input type="radio"/> BYOD | |

AUDIENCE

* SESSION FOCUS/TOPIC

Digital Age Teaching & Learning: Covers all aspects of technology use in the learning environment.

- ☐ Assessment/evaluations/standards
- ☐ BYOD/1:1 instructional programs
- ☐ Communication and collaboration
- ☐ Constructivist learning/maker movement
- ☐ Creativity and productivity tools
- ☐ Differentiated instruction
- ☐ Digital citizenship
- ☐ Digital equity
- ☐ Distance, online & blended learning
- ☐ Early childhood/elementary
- ☐ Flipped learning
- ☐ Games & simulations
- ☐ Innovative learning environments
- ☐ Instructional design & delivery
- ☐ Mobile learning
- ☐ Online tools and resources
- ☐ Open educational resources
- ☐ Personalized learning
- ☐ Programming & robotics
- ☐ Project, problem & challenge-based learning
- ☐ Storytelling/multimedia
- ☐ Special populations/assistive & adaptive/UDL technologies
- ☐ Wearable technologies
- ☐ Web 2.0 Integration

Leadership: Addresses development and articulation of a vision for the role of technology in educational programs.

- ☐ Assessment/using data
- ☐ Community outreach
- ☐ Educational policy & leadership
- ☐ Funding & accountability
- ☐ Integrating standards
- ☐ Technology planning & evaluation

Professional Learning: Focuses on the development of leaders and the accountability of teachers, administrators and educators.

- ☐ Best practices and models for coaching
- ☐ Best practices for using the ISTE Standards
- ☐ Online professional learning
- ☐ Professional learning models
- ☐ Teacher education

Technology Infrastructure: Focuses on the technology, resources and policies necessary to build the technology infrastructure for effective teaching, learning and administration.

- ☐ 1:1 programs
- ☐ BYOD/BYOT implementation
- ☐ Cloud computing
- ☐ Data systems
- ☐ Emergent technologies
- ☐ Networking strategies/solutions
- ☐ Safety, security & student data privacy

SUBJECT AREA

- ☐ Language arts
- ☐ Performing/visual arts
- ☐ Music
- ☐ Computer science
- ☐ ESL
- ☐ Math
- ☐ Science
- ☐ Social studies
- ☐ World languages
- ☐ STEM/STEAM
- ☐ Special education
- ☐ Career and technical education
- ☐ Health and physical education
- ☐ Not applicable

* AUDIENCE ROLE

- ☐ Coaches
- ☐ Curriculum/district specialists
- ☐ Chief technology officers/superintendents/school board members
- ☐ Library media specialists
- ☐ Professional developers
- ☐ Principals/head teachers
- ☐ Teachers
- ☐ Teacher education/higher ed faculty
- ☐ Technology coordinators/facilitators

* GRADE LEVEL

- ☐ PK-2
- ☐ 3-5
- ☐ PK-5
- ☐ 6-8
- ☐ 6-12
- ☐ 9-12
- ☐ PK-12
- ☐ Community college/university
- ☐ Not applicable

* SKILL LEVEL

- ☐ **BEGINNER:** Limited or no experience or prior topic knowledge; no prerequisite skills required.
- ☐ **INTERMEDIATE:** Basic core competency or knowledge of the topic; some prerequisite skills or knowledge required.
- ☐ **ADVANCED:** Considerable experience or advanced knowledge of the topic; significant prerequisite skills or knowledge required.

SKILL PREREQUISITES

If you indicated intermediate or advanced skill required above, describe any specific knowledge or skills audience members should have.

GENERAL INFORMATION

* TITLE

Your title should help attendees easily understand the topic of your session. Please use title case (Limit 12 words). Example: 10 best Google Tools for the Elementary Classroom

* DESCRIPTION

Write a brief but detailed description of your session. Be as specific as possible, avoiding clichés and buzz words (Limit 50 words).

* WORKSHOP LENGTH (Workshop only)

Please indicate your preferred workshop length.

- ☐ **MINI:** 90-minute hands-on session that focuses on modeling a single project-based learning unit or mastering a specific productivity tool or skill that you can take home and implement tomorrow.
- ☐ **HALF-DAY:** 3-hour hands-on session that focuses on broader curriculum integration and/or multiple skills acquisition.
- ☐ **FULL-DAY:** 6-hour immersive hands-on session that focuses on whole program or project development and/or extensive skills acquisition.

* WORKSHOP SCHEDULING (Workshop only)

In addition to the main conference days, workshops are also scheduled preconference and in the evenings. Check the appropriate box if you are able to present at those times.

- ☐ I am able to present preconference (Saturday or Sunday).
- ☐ I am able to present in the evenings (Monday or Tuesday).

* RESEARCH PAPER FORMAT (Research papers only)

Please select your preferred research paper format. NOTE: Space is limited for research presentations so some proposals may be converted to a round table format.

- ☐ **PRESENTATION:** 2-3 papers presented consecutively within an hour in a lecture setting.
- ☐ **ROUND TABLE:** Multiple papers discussed concurrently for an hour at round tables set for 10 attendees.

SPECIAL CONDITIONS

If any of the following special conditions apply to your session, check the appropriate box below.

- ☐ **GLOBAL COLLABORATION:** Focused on curriculum, projects or professional learning involving collaborations between or among learners in different countries.
- ☐ **STUDENT PRESENTATION:** Presented by K-12 students.
- ☐ **YOUNG EDUCATOR:** Primary presenter is 35 or younger.
- ☐ **ISTE AUTHOR:** One or more of the presenters is a published ISTE author.
- ☐ **DIGITAL EQUITY:** Regardless of the primary topic, this presentation will include a significant focus on issues of equity or access.

PRESENTATION WEBSITE

Enter one URL you would like to have listed with your session, if applicable.

ISTE STANDARDS

Select up to three ISTE Standards that your session may address. **What are the ISTE Standards?**

ISTE Standards for Students

- ☐ **1** - Creativity and Innovation
- ☐ **2** - Communication and Collaboration
- ☐ **3** - Research and Information Fluency
- ☐ **4** - Critical Thinking, Problem Solving and Decision-Making
- ☐ **5** - Digital Citizenship
- ☐ **6** - Technology Operations and Concepts

ISTE Standards for Teachers

- ☐ **1** - Facilitate and Inspire Student Learning and Creativity
- ☐ **2** - Design and Develop Digital-Age Learning Experiences and Assessments
- ☐ **3** - Model Digital-Age Work and Learning
- ☐ **4** - Promote and Model Digital Citizenship and Responsibility
- ☐ **5** - Engage in Professional Growth and Leadership

ISTE Standards for Administrators

- ☐ **1** - Visionary Leadership
- ☐ **2** - Digital-Age Learning Culture
- ☐ **3** - Excellence in Professional Practice
- ☐ **4** - Systemic Improvement
- ☐ **5** - Digital Citizenship

ISTE Standards for Coaches

- ☐ **1** - Visionary Leadership
- ☐ **2** - Teaching, Learning and Assessments
- ☐ **3** - Digital-Age Learning Environments
- ☐ **4** - Professional Learning and Program Evaluation
- ☐ **5** - Digital Citizenship
- ☐ **6** - Content Knowledge and Professional Growth

STANDARDS ADDRESSED

If you selected any of the ISTE Standards, please describe how your session addresses each specifically.

COMMERCIAL PRESENTATION

ISTE recognizes that many sessions focusing on the integration or application of specific technologies may encompass commercial products. This is acceptable provided they are appropriately labeled. If one or more of the presenters represents or was recruited to present by a for-profit company whose products or services are being discussed, please check the box below.

- ☐ Commercial presentation

ISTE RECORDING PREFERENCE

(Lecture, panel, snapshot, interactive lecture, BYOD)

ISTE records selected sessions for on-demand access after the conference and other virtual events throughout the year. If you would you like to have your session considered for this purpose, check the box.

- ☐ I would like to have my session considered for recording by ISTE.

RESEARCH PAPER REVIEWER INTEREST (Research papers only)

If you are interested in volunteering to be a research paper reviewer, check the box.

- ☐ I would like to be a research paper reviewer.

PRESENTER CONSTRAINTS

Conference dates are Sunday through Wednesday, June 26-29. If you are unable to present on any of these dates or have other scheduling or capacity constraints, describe them here.

The ISTE Board of Directors has high expectations for the conduct of ISTE members at the conference and year-round, and is committed to providing a friendly, safe, supportive and harassment-free environment for all conference attendees and participants. Please review the [ISTE Codes of Conduct](#).

EQUIPMENT

PRESENTER STATION

Lecture, panel, presentation, research paper, snapshot, interactive lecture, BYOD, workshop: Standard set includes a combination of wired and wireless presenter internet connectivity, LCD projection with screen, lavalier mics, Apple TV hardware, Airplay/Airplay Mirroring service and a sound system to connect to presenter's own laptop. Attendees will have wireless internet connectivity.

Poster: The standard equipment set includes a 6' long, 40" high table with stool, 4' high by 8' long bulletin board backdrop, power, wired presenter internet connectivity, and large-screen monitor to connect to presenter's own laptop. NOTE: ISTE will no longer provide interactive whiteboards for poster sessions.

Roundtable research paper: Presentation takes place at a round table set for 10 attendees. No equipment or power is provided. Wireless internet connectivity is available. Other round table presentations will take place in the same room.

* ATTENDEE DEVICES

- ☐ Devices are not needed/used in this session.
- ☐ Devices may be useful, but they are not required for this session.*
- ☐ Devices are required to effectively participate in this session.*

*If devices are needed, check any of the following that apply:

Laptop

☐ Chromebook ☐ PC ☐ Mac

Tablet

☐ Android ☐ iOS ☐ Windows

Smartphone

☐ Android ☐ iOS ☐ Windows

ATTENDEE ACCOUNTS, SOFTWARE AND OTHER MATERIALS

Please list any software, apps or accounts attendees should have loaded on their devices (including download URLs, if applicable) to best participate in your session. Also include other equipment/materials to bring.

* PERSONALIZED EQUIPMENT

Will you bring in any of your own equipment, not including your laptop or tablet, to use as part of your session? If yes: Please describe the equipment you will be bringing. NOTE: You do not need to list your presentation laptop or tablet.

- ☐ Yes ☐ No

* SPECIALIZED EQUIPMENT

Aside from your personal equipment, is specialized equipment required for your session? If yes: Please list the specialized equipment needed and describe why it is essential to your session. NOTE: ISTE does not guarantee specialized equipment but may be able to assist in its procurement.

- ☐ Yes ☐ No

VIDEOCONFERENCING SYSTEM REQUEST

(Lecture, panel, snapshot, interactive lecture, workshop)

If you are planning to connect with an offsite location using standard H.323 videoconferencing equipment (such as Cisco, Lifetime, Polycom), check the box below. NOTE: This does not include web-based video conferencing, such as Skype or Google Hangouts.

☐ H.323 videoconferencing system requested

If you requested an H.323 videoconferencing system above, describe the number and nature of the remote sites you plan to connect to using an H.323 videoconferencing system.

SUMMARY

PROPOSAL SUMMARY

(Lecture, panel, snapshot, interactive lecture, poster, BYOD, workshop)

Your answers to the following questions will be combined to create your proposal summary. If your proposal is accepted, this summary information will be made viewable on the conference website. Please make sure that all content (including spelling and grammar) is suitable for public reference.

Keep in mind that the proposal reviewers may not know you or your reputation or be familiar with the specific technologies, models or instructional strategies you are addressing. Be sure to provide sufficient detail including full names (not acronyms) and brief descriptions of all such elements in your proposal summary so reviewers can evaluate the relevance and usefulness of the information to attendees.

Specifically, reviewers will evaluate your proposal for its:

- Relevance of the topic to the educational technology field and ISTE audience.
- Educational significance and contribution to the respective topic.
- Degree to which higher/second-order applications of technology are addressed.
- Ease of replication.
- Value to participants.
- Presenter knowledge and experience.

NOTE: To expedite the online submission process, we recommend that you first draft your proposal summary responses in another application, then copy and paste them here.

✳ PURPOSE AND OBJECTIVES

(Lecture, panel, snapshot, interactive lecture, poster, BYOD, workshop)

Please provide a detailed overview of the purpose and objectives of your presentation. Describe your objectives as participant outcomes (i.e., what will participants know and be able to do as a result of their participation, or what specific skills will be introduced and practiced). Also include, if appropriate:

- Educational or infrastructure challenge/situation
- Technology intervention (include specific names/titles and descriptions, if not widely known and available tools)
- Models employed (include brief description)
- Lesson plans or instructional activities/strategies employed (include a brief description of your instructional electronic resources or tools used)
- Evidence of success

✳ OUTLINE

Lecture, panel, snapshot, interactive lecture, workshop, BYOD:

Provide a brief outline of your presentation, including:

- **CONTENT AND ACTIVITIES:** What content will be presented and/or in what activities will the audience participate?
- **TIME:** How much time will be spent on each content component?
- **PROCESS:** Include specifics on the frequency and tactics you plan to use to engage the audience (e.g. peer-to-peer interaction, device-based activities, games or contests, etc.).

Posters: Clarify exactly what you intend to share/demonstrate through electronic and/or print media.

✳ SUPPORTING RESEARCH

(Lecture, panel, snapshot, interactive lecture, poster, BYOD, workshop)

List any articles, books, websites, recognized experts or other documentation that supports the importance of the session topic and/or the practices/information being presented.

✳ PRESENTER BACKGROUND

(Lecture, panel, snapshot, interactive lecture, poster, BYOD, workshop)

List each presenter's qualifications and experience with the session topic. Be sure to include any previous presentations on this or similar topics.

PROPOSAL SUMMARY (Research paper)

Your completed proposal should describe your study in as much detail as possible without exceeding 2,000 words (excluding references). It should not include any references that would reveal the identity of the author(s). Proposals will be judged via a blind peer review and evaluated for the following:

- Clearly stated and well-conceived research objectives.
- Current and well-articulated perspectives or theoretical framework.
- Appropriate and well-executed research methods.
- Well-grounded results (or expectations).
- Well written proposal (clear writing style, organization, clarity of ideas and expression).
- Importance of study (timeliness, advances the field).

NOTE: For accepted proposals, this summary information will be viewable on the conference website. Please make sure that all content (including spelling and grammar) is suitable for public reference. Final papers should be completed and uploaded between mid-April and early June.

*** PURPOSE AND OBJECTIVES** (Research paper)

What are the objectives or purposes of your research?

*** PERSPECTIVE OR THEORETICAL FRAMEWORK** (Research paper)

What perspective(s) or theoretical framework does your research follow or embody?

*** RESEARCH METHODS** (Research paper)

Describe your research including detailed description of design, data sources and methods of analysis, such as how you selected participants and the types of question you asked.

*** RESULTS OR EXPECTATIONS** (Research paper)

Describe your results or your expectations in cases where the results are not complete.

NOTE: It is OK to submit research that is not complete; however, you should be sure to provide evidence that the research is well conceived, underway and likely to be fully implemented and completed.

*** EDUCATIONAL OR SCIENTIFIC IMPORTANCE** (Research paper)

Describe the educational or scientific importance of your study.

*** REFERENCES** (Research paper)

List your references.

CURRENT PRESENTERS

This is the list of people currently associated with this proposal. As the proposal submitter, you have exclusive access to edit this proposal. By default, you have also been designated as a presenter on this proposal.

You may change your role and/or add or remove additional presenters below. Anyone you add to this proposal (with an email address) will be notified and invited to create their own presenter menu from which they will be able to view, but not edit this proposal.

Roles:

- **NON-PRESENTING SUBMITTER:** Select this role for yourself if you do not wish to be listed as a presenter.
- **PRESENTER:** Select this role for anyone you wish to be listed as a presenter, including yourself.
- **STUDENT PRESENTER:** Select this role for any presenters who are K-12 students.

NAME	AFFILIATION	EMAIL	ROLE
Smith, John	ABC Company	jsmith@abc.com	Presenter

ADD PRESENTERS

Please enter the last name and email address for any additional presenters. If we do not have record of this individual currently in our database, you will then be asked to provide full contact information.

Repeat process as many times as needed for all presenters.

First name:

Last name:

Email:

Student
presenter? ☐

If presenter is
a K-12 student,
email address is
not required.



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